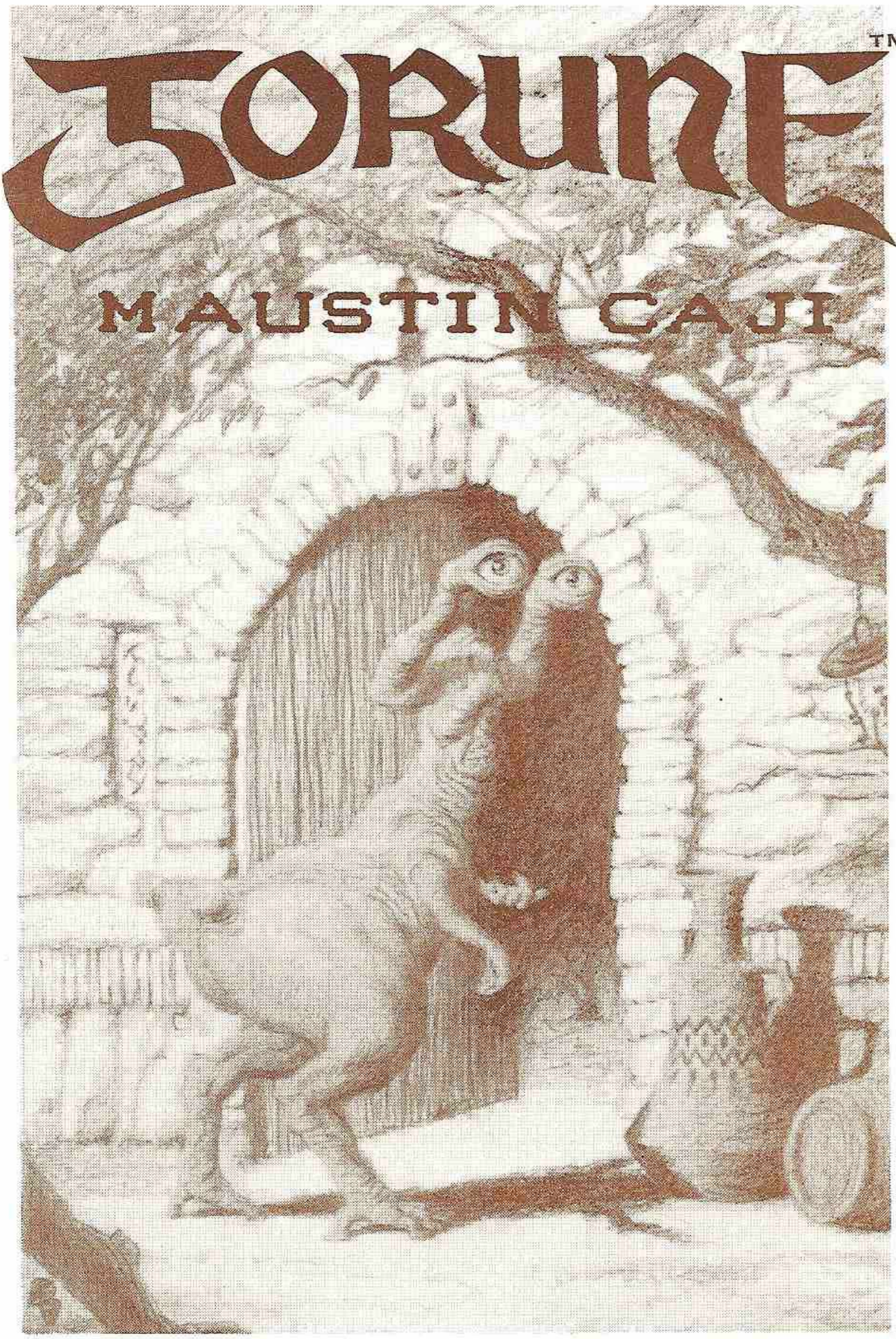
SORUNE™

MAUSTIN CAJI



LAIR OF THE MAUSTIN CAJI™

COVER: YOUR HOST,
SALROUGH GOMO, THRIDDLE SEER
OF THE NORTH WEST WOODLANDS

A SKY REALMS™ PUBLICATION

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CHAPTER 1

1000 INTRODUCTION

Although this campaign is designed for low-Level players, referees can easily simplify or increase the challenges to tailor them to their gamers. On a scale from 1 to 10, this campaign rates a 4 for complexity.

2000 BASIC PLOT OUTLINE

Player characters are residents of the town of **Cos-Sahmi** (G5-36) located on the **Burdoth map** of **JORUNE-1.7600.** The players meet a Human by the name of Ransly Creb. He is rummored to be the last victim of the **"Maustin Caji,"** a violent group of diyorda destroyed some 30 years ago. He has just recently been set free from a **keeper rod** which has been his exile for the last three decades.

Although Ransly's family has long since moved, the Creb name is still highly regarded in this town. Under promise of reward (and the possibility of earning citizenship), the player characters team up with Ransly in search of information on the Caji's Lair.

Questioning locals in Cos-Sahmi leads the characters to travel to Tan-Iricid, the capital of the **Thriddle** region in south-west Burdoth.

The players travel to **Tan-Iricid**, where they enter the **Mountain Crown.** A Thriddle shows the players three **keeper rods** which hold criminals of the Maustin Caji. These rods are sprung. The three prisoners released, the party learns that they should seek the help of Salrough Gomo in their search for the Lair of the Maustin Caji. They are told that those wishing an audience with this Thriddle must possess a **Gomo Giddyne.**

Soon after the players leave the Mountain Crown, 6 people are accidentally released from other keeper rods stored there. They are members of the defunct Maustin Caji who were instructed to destroy those who would investigate them. They

track the party, attacking from time to time.

Before the party reaches the Gomo home, a group of Corastin surrounds them. Only after the Corastin see a Gomo Giddyne will they permit passage.

The players eventually reach the humble Gomo abode, and find no one home. Salrough eventually appears, but ignores the characters until they present a Gomo Giddyne. Only then will this Thriddle hear of their search for the Caji's Lair. Salrough tells the characters the location.

The Caji's Lair is located beneath the center of a small Human village. After finding a way into it, they must then face the perils within.

If they return to Salrough Gomo, he will barely remember the players. If the players are patient enough with him, he will create a warp with his cle-eshta which will transport the players back to Tan-Iricid.

3000 SUGGESTIONS

(1) Ad lib. Don't feel obligated to read from the book.
(2) Create filler encounters between major events.
(3) Look up words in boldface in the glossary in chapter 3.

4000 HEAVILY DETAILED CAMPAIGN

COS-SAHMI:

The player characters start as locals of the town Cos-Sahmi. (G5-36) **RESPONSE: 4.** Populated mainly by Humans, Pundit, and a few Thriddle, Cos-Sahmi (Cuss-saw-me) residents work too hard to let their ambitions wander further than their town's borders.

The terrain around the town is heavily forrested, cleared in

patches where codich is grown. Crugar inhabit caverns to the north; these creatures avoid contact with the towns people; they travel into town only to trade their crafts for metal works. (For more information on the Crugar race, see JORUNE-3.1100.10)

The small sea-port of Cos-Sahmi slowly rots away as the days pass. Of the three ships in port, two are Fundit sailing vessels on their regular trading tours. The third is hardly sea-worthy; its last voyage almost resulted in its destruction at the hands of Corastin islanders. This town is more isolated than its map location would indicate. Although ships frequent the port, the main coastal road skirts Cos-Sahmi, winding inland. Visitors are few.

Other than boasting the sweetest codich in Southern Burdoth, Cos-Sahmi has no real claim to fame. Things were different thirty years ago when the 22 year old son of the wealthy Creb family disappeared in the local woods. Both **Kesht** parents were important figures in the local society. As **Mor Lords**, they wielded great influence in the town's affairs. After their son's mysterious disappearance, they left Cos-Sahmi and travelled to the **Northern Gomo Region** of Burdoth. The names of Azden and Namli Creb are still respected for establishing Cos-Sahmi as a **Mor Lordship.**

PLAYERS STARTING OUT (CREB APPEARANCE):

Players should give their characters dimension; they create their backgrounds, their neighborhoods, parent's profession, hobbies, past experiences, etc. The players' characters are part of the community, and as **Tauther** their responsibilities are great. In Cos-Sahmi, Tauther wear sculpted clay **medallions** with pierced centers. This "fake" medallion identifies those of **Tothis.** It is probable that the characters serve their community as public servants or watchmen. They are in the center of town near the Tumbernaw **Inclep** when a commotion is noticed down the road. An officious group of **bochigon**-mounted guards gallop into town at a relaxed pace. The low rumble brings everybody outdoors.

The guards carry a passenger. The pale face of this Human is

all that is visible through a swaddling **scedri cloth**. His body dangles from the bochigon's mount. The riders stop, dismount and carry the body to a small stone fountain platform in the **awss** (a place for meting out the laws, or **yordigs** of the land. **Mor Lord** and **Vorric Lord** proclaimations are given here). The Human guards are dressed in red cloth which covers their hide armoring. They carry pikes and swords. Each wears an insignia of the "**Ardoth Guard**."

As a small crowd gathers around the Human, one of the guards reads an official parchment, "Returned To His Place Of Origin, Ransly Creb." The guards remount their bochigon, shrugging off any questions, and ride off. Quite a murmur starts circulating throught the crowd. The young Creb body is looked upon with amazement; no one approaches it. None of those present hold any special rank or position in Cos-Sahmi. The player characters are free to approach the semi-conscious Creb.

Ransly eventually disentangles himself from the scedri, revealing a frail, sickly-looking body. Whispers of disbelief float through the crowd. The players have never heard of Ransly Creb. He looks to be about 22 years old. Ransly is dressed in a simple garb. No adult in the crowd, even the elders, moves to help him. Youngsters who try to aid him are pulled back by their parents. The player characters can decide on their own if they want to approach him. They hear the name Ransly Creb whispered incredulously. "But he disappeared years ago!" "He hasn't aged a day!" "Is that really him? Is that really Ransly?" The players can make of this talk what they wish. If brought to his feet, Ransly stumbles forward, walking slowly.

Players may take him to a **clep**, or to one of their homes. It might be a good idea to bring him to a **Healer**, seeing as his body is in a rather deteriorated state. (Information on a possible choice of healer is provided later.) Wherever he is brought, people over 40 years of age will almost certainly recognize him as the son of Azden and Namli Creb, the son who's been missing for 30 years. Although sickly and injured, Ransly doesn't look a day over 22. Once in a quiet place, Ransly can speak for a short time.

AFTER RANSLY CREB IS TAKEN SOMEWHERE:

Rather than answering questions, Ransly is more interested in asking for his **Drenn Medallion**, his possessions, and his parents. Before collapsing from exhaustion, he mutters something like "The Maustin Caji did this to me. Curse this codich town of mine... My Drenn Medallion... **Gissyne**! My power ram never leaves my side..." Ransly Creb will sleep 24 hours if not disturbed.

Do not tell the players where to go or what to do: give them only the most minimal information about possible sources of information. They will probably attempt to get some information on the Maustin Caji after hearing a Ransly's statement.

The following Cos-Sahmi residents who know things pertinent to the campaign. Referees can control the probability of past acquaintance.

There is "Yirni Hautill Lumbro, **Iscin** of All," an old Human with great recollection of the Maustin Caji's activities. There is a grower in town who was friends with Namli and Azden Creb. A healer who was acquainted with Ransly will share her memories. The Crugar in the mountains north might even know something of the Creb's disappearance. An old **Boccord** record keeper in Cos-Sahmi's small awss knows where Ransly's parents have moved to. The referee is invited to include more locals with minor knowledge of the events of 30 years ago.

If the players wait long enough, Ransly will wake. He has no idea where he is, who the player characters are, or what has happened to him. He has no recollection of the last 30 years. He honestly believes the date to be sometime in late Auss... late **Auss** in year 3470 (game play takes place in 3500 P.C.) . It takes some time to convince him that 30 years has passed. Upon hearing that his parents are gone, moved out of town more soon after his disappearance, he remarks, "Gissyne! The Thriddle said I was in danger. I remember feeling my power ram knocked out of my hand. Then this orb, hit me. I thought I was going to die. When I fell, I saw three come after me, three Caji." Ransly starts to sweat profusely. "I don't remember

RANSLY CREB.

anything else until I woke to see this Thriddle standing in front of me. There was stone everywhere. I fell asleep. The next thing I remember is a long Bochigon ride. And now I'm here; I'm home."

His eyes light up with decision, "If you help me recover my possessions, Drenn you shall all be!" Rather a bold claim, but the players know this to be possible The son of Nor Lord parents would wield great political power. "Travel with me, and I will ensure your citizenship. My Drenn Medallion and power ram will be mine again" he proclaims "I rest for two days, then we travel."

If asked about the Maustin Caji, Ransly says that, "I knew it was the Maustin Caji who got me. I was warned by Yirni Lumbro not to not to travel north. The Caji had been spotted in the area only a few days ago... I mean before." Ransly wishes to sleep for the next two days. He is not seriously injured, just bruised and battered. A "fresh" brand on his chest is slowly healing. It is perhaps his pride which has been wounded most, he has lost his family, his citizenship, and his beloved power ram. (If the players pursue the Yirni Lumbro statement, perhaps they will journey, with Ransly's directions to...

YIRNI HAUTILL LUMBRO, ISCIN OF ALL

Although the Maustin Caji haven't been around for more than a generation, there are many who remember them well enough. The Human, "Yirni Hautill Lumbro, Iscin of All," specializes in this historical topic. His knowledge is respected in Cos-Sahmi, where Iscin talents are rare. His home is located in the southern portion of town, west of the sea port. He may already know some of the player characters. His knobby figure is hunched; grey hair floats about his face. The creased marks his age as over 70. If asked about the Maustin Caji he replies, "Those Techindol pibs! It took the likes of Salrough Gomo to rid these parts of them. Why, for years, they destroyed towns, villages, even the South Mavdin Sea Port. They certainly were of a villainous creed. Life is much improved by their absence." Yirni might go on to tell the players some of the history of the Creb family if asked, their arrival here in 3448 after being appointed as Nor Lords by the Ardoth Cim, and of their son,

YURNI LUMBRO

Ransly, who was often a center of both attention and criticism in Cos-Sahmi.

Yirni knows a great deal of the Maustin Caji's history and conquests. The following is a brief outline pulled from his memory. Let the players hear as much as they ask for.

:3465: The Maustin Caji come together under the name "Goebri Excitik" (in Entren the literal translation of this is "Cunning Powers." Their group numbers 17 at this time. Their first year is spent building a minor stronghold in the South Mountains of Kugin.

:3466.2: The Goebri Excitik totally destroy the village of Mowmiff, killing all 53 of its people. The land burned for days.

:3466.4: A minor Human expeditionary force from Tan-Iricid is presumed destroyed while following the Goebri. The mutilated bodies of the dead were later found hanging from trees in a grove 15 km from Tan-Iricid. At this same time, the South Mavdin Sea port is demolished by a band of Caji, launching powerful orbs combined together with devastating force.

:3467: The inland town of Jolisie is attacked and nearly destroyed by a group referring to themselves as the Maustin Caji. Their leader, Nifayvis, instructs her 45 trained Caji followers to capture any Caji found and bring them to her.

:3468: A large Burdothian force from the Temauntro border is assembled. It includes creatures of many races, including Thriddle. This force travels south east searching for signs of the Maustin Caji.

:3469: An impressive showing for the Maustin Caji. The Budothian force is cleverly ambushed and attacked. Their losses are great. The once tiny Gobrie Excitik is now hundreds strong. The few who survive the onslaught rush the news south to Tan-Iricid. The Thriddle population is outraged at their losses. A meeting with Salrough Gomo is arranged.

:3470.1: Salrough Gomo, Thriddle-Seer of the North West Woodlands travels to Tan-Iricid to meet with the Thriddle Cim present there.

:3470.3: A legion of Thriddle 2000 strong pursues the Caji. They used **cle-eshtas** and other technologies. The Thriddle are ruthless in their search for the Caji and their lair. (The lair is never found).

:3470.4: The end of the Maustin Caji as a power on Jorune. Brilliant planning by Salrough Gomo leads the Caji into a mountainous cul-de-sac. The clever Gomo expended great energy forcing warp mappings to tie together locally. There was no escape for the members of the Maustin Caji. Their leaders took their own lives. Those remaining were subdued and brought back to Tan-Iricid. Of these, the majority were turned over to Burdothian agents.

:3470.7: The last of the stragglers are captured and brought to Tan-Iricid were they are either imprisoned or turned over to officials from Burdoth to be **schisic.**

"Now as I remeber it,,, Ransly... Ransly Creb, disappeared in that period of time between 3470.4 and 3470.7, just after the Caji's downfall. Looks like young Creb might have been their last victim. Wait... Wait, just one second." Yurni Lumbro searches some dusty shelves and drawers until he pulls out a yellowish scroll. "Here it is. I knew it was here somewhere. Things tend to move around over the years; I haven't seen my **Crundorra's screeper** (Referee: be sure to stress this to the players, don't be too obvious. It may help them later to know that Lumbro could use a screeper) for more than a decade. I always kept it well polished. Some people don't take good enough care of artifacts like that. Something like a screeper needs regular care. The same goes for collections of **Earth-Tec**, even something as simple as a Gomo Giddyne. I've seen pibs who would toss around their metal tools as codich hoc!" Yurni will continue on such a rampage until interrupted or until he gets to the point himself, the contents of the scroll.

In a blah-blah-blah fashion, he reads "17 schisic, 157 **heris**... let's see here... Ah, here it is: 10 remain in Tan-Iricid; no statements against them, Auss of 3470, late Auss in fact. These 10 might have been responsible for Ransly's misfortune. . Only way to find out is to travel to Tan-Iricid I guess. Tell Ransly that the diyorda who got him might be held imprisoned

in the Tan-Iricid Mountain Crown."

The list that Yurni reads is of various punishments for those captured as members of the Maustin Cap. It appears that 10 creatures exist somewhere in Tan-Iricid that might know something of the last days of the Maustin Cap.

Yurni continues, "I suggest you travel by sea. I haven't trusted the roads around here for years now, I warned Ransly the same, matter of fact, 30 years ago. The journey to Tan-Iricid is about 800 kilometers. By thombo that would take about a week With wealth comes easy transportation I think you can see that, Tauther friends."

Money is soon to become an important commodity for the players. Once Ransly is up to it, he will travel to the town awss and borrow 2 Gem Clusters from an old friend of his parents. If possible, he will do this alone. Although by no means generous, Ransly will use this money to cover expenses incurred by the players (transportation, food, etc.).

Once the players have exhausted Yurni Hautill Lumbro as a resource they will probably want to move on. Other characters of importance in the town are Tusic Attri, a Healer, and Gisarr Riyemdra (Giss-are Rye-emm-druh), an elderly grower.

TUSIC ATTRI: HEALER

Tusic Attri lives in the middle of town, where her small healer enclep is located. Tusic is a 50 year old Human female who looks to be about 30. She remembers the disappearance of Ransly Creb, and also the personality of the Creb son. The players would instinctively know to contact Tusic as she is a favorite of the town elders. In her words, "Ransly Creb was certainly an energetic youth, always travelling from town to town, taking sea journeys. You know, he always carried that power ram with him... everywhere he went. Loved that thing I guess. His Kesht and Keshtia brought him in to me one time when he got a bit too carried away. Almost killed himself chasing Crugar up to the North. His arm was hanging on just by a thread. I had to crystal it. So bad it even needed dallin. Both those Kesht were happy to pay me. They really cared for their

son. It was a shame he disappeared... And now, I hear that he's back in Cos-Sahmi. The son of a Mor Lord returns. And unaged!? And I thought I did a good job disguising my age."

Tusic further remembers that "Ransly was traveling north-west and he never returned. After searching for a few months, his parents got depressed; they left Cos-Sahmi, heading north. This town was alive with rumor in those days I tell you. The new Mor Lord for the region was a real cod; he restricted travel, set times for harvest, he even tried to tell me to accept my limilates from only the East-Trinnu Jungle Lands. I told him to forget it. I kept my Temauntro supplies. He didn't last too long, he went back to the Gauss Region, I figure that's where he belonged." Realizing that she has gotten a bit carried away, Tusic stops herself. Her skills are limited in areas other than Jorune medicine. She knows only a fraction of what Yurni Lumbro does about the Maustin Cain. She happily wishes the party luck. Her trim body shows little of her age. She has probably taken many limilates in order to preserve her youthful complexion.

GISARR RYMRA: GROWER

Gisarr Rymra and his family live on the north end of Cos-Sahmi, farming codich on their large dharlerin (pronounced dharler-in. Taken from lirin, which means plot of land. A dharlerin is more of a plantation). Gisarr is a large, healthy Boccord. He is a local giant at over seven and a half feet tall. Although he is over 65 years old, his love of farming has kept his spirit young. His 9 children live with him (Turry Reyemdra, his wife, died 6 years ago), working on the farm. This elaborate dwelling is large as well as elaborate. Most of the children have families of their own now.

If asked about the Creb family, Gisarr will remember only that the youth had a terrible, reckless nature, "That Tothis... I mean Drenn... always into something bad; parents had their hands full with him. A fool with a power ram is what he was. Ahh... I never liked that son of theirs. Ransly always rubbed me the wrong way. He fought one of my sons once. I had to stop it before Hirmid killed Ransly. Azden and Namli were good. I liked them. They made Ransly apologize. Boccord don't like to

fight stringy pibs like that. Hermid scarred Ransly's right cheek."

Gisarr continues, "Azden was my friend; I know that Ransley's disappearence was devastating. He and Namli wandered north in search of him." The aged Boccord knows little else than this on the subject, although he does mention, "Those Crugar up in the hills, no one ever talks to them. They might have been the last to see Ransly if the Caji did get him."

CRUGAR NORTH OF COS-SAHMI:

If the players travel the trail north, they will approach caverns in the hillside. Several of the 40 Crugar living there are always on watch for intruders. Depending upon how the players approach, they may or may not encounter guards. On a roll of 5 or 6 on a D6, the players travel undetected.

The Crugar living in these caverns speak no Entren, only Crugar. They live unobtrusively, eating small game, roots, and wild codich. Assuming the players approach politely, the Crugar will probably respond in the same way. Roll a 2D6 for response, adding 2 to the roll. Totals above 7 are favorable, lower rolls indicate a less than friendly response. Guards are dressed in simple garbs sewn from codich husks. The Crugar don't remember whether they saw a Human with a power ram leave Cos-Sahmi 30 years ago; to them, nothing could be more trivial. If asked about the Maustin Caji however, they look about each other, whispering something. Chimci, the tribal Tauch-Kie, has one of the Crugar fetch him something. Upon returning, the Crugar is carrying a skull and a knife. The skull has a small hole missing from it. From the look of the fracturing, a Crugar Lightning Blast might have been responsible. Chimci describes (in Crugar) how a group of Caji tried to attack the Crugar here 30 years ago. The skull is the remains of one of the Caji they killed. The knife was also found on the body. It contains a symbol of some sort (treat this as a +10% history roll for students of the Maustin Caji. Characters with a 0% skill in the subject have a 1% chance of recognizing this. Yunri Lumbro is at 8th tier in this topic, 98%+10%=> automatic recognition). It is, in fact, the glyph of the Maustin Caji; a symbol of their unity and ability. Ransly Creb has such

a symbol branded on his chest. The Crugar will give the knife if the players offer any reasonable exchange. The Tauch-kie even pushes the visitors to take with them the Caji skull.

TRAVELING TO TAN-IRICID

BY SEA

The players need to travel to Tan-Iricid after exhausting their Cos-Sahmi clues. Of the three ships in port, one is totally dysfunctional after suffering a Crugar attack while travelling along the south-western tip of Temauntro. The other two ships are of Pundit design (from Drail), and carry cargo. The first of these, the "Azidide," will take on the players for 2 Gl each. The ship leaves port in two days, traveling first to Dan Driveon (G4-44 on the Burdoth map), and then to Tan-Iricid (E4-22). The journey will take 5 days. Ocean encounters are provided in Chapter 2. The captain of the Azidide is Suhg Ottillire (Sug Ought-ill-ire), a charming female Pundit of middle age. She is happy to assist the players in any way possible. The third ship is The Maligob. Rather an ugly sight. Its hull is so covered with unsightly "KidiKyle" (similar to barnacles) that the ship can carry only half a normal cargo load. The Pundit crew is busily scraping off this biological nuisance. The Maligob leaves Cos-Sahmi in 5 days; the reduced speed of this ship increases travel time to 8 days. Cost per passenger, 7 Go (70 Gu). Its course is the same as that of the Azidide.

BY LAND:

If the characters decide to travel overland, use the random encounters provided in JORUNE in chapter 2, section 2000.

TAN-IRICID

Jorune-1.7701.06 contains a brief description of this Thriddle populated Burdothian city.

The blue gleam of Tan-Iricid is visible from a distance. At night, city lights reflecting off of the "Mountain Crown" illuminate the city and the land surrounding it. The Thriddle of Tan-Iricid are very friendly and co-operative. Buildings are

Tan-Iricid are a contrast in mood.

THE MOUNTAIN CROWN

To reach the Mountain Crown requires a 30 minute walk on the Rilij, a 15 meter wide pathway painted a bold blue color. This stone road leads up to the mountain entrance. A 2 Gl fee is charged those who enter without a giddyne, purchasable for 2 Gems in the Tan-Iricid awss. One giddyne is good for the entrance of 5 people. If the players are interested, have them encounter Kubis Gendrough just outside the Keeper's entranceway. He is a sly Thivin trader. Kubis sells the giddyne passes to Rilij. As he puts it, "These giddyne are rather special; note the engraved edges and decorative paint. Tell the Thriddle Crown Keepers that Kubis Gendrough sold you this giddyne. They will treat you well." After this great description, Kubis ask 26 Gemlinks for the hard, ornate giddyne. If the players wish, they can easily purchase a giddyne in the awss from any number of people, but try to get them to by them from Kubis. Ransly should pay for the giddyne (if the party is more than 5 people, more than one is needed). Thriddle Crown Keepers (Thriddle guards at the entrance of the Mountian Crown) will laugh heartily upon hearing that the players have purchased their giddyne from Kubis. At the same, the players and Ransly will be treated especially well if this is done. Normally, only Cim (council) helpers may sell giddyne. Kubis has an arrangement where he can sell, but must give 4 Gemlinks per sale to the Crown Keepers.

KIRRA HO-TRID

In the following dialogue, it is hoped that, players will end up doing most of the talking, not Ransly. The dialogue is provided as a list of possible questions which might be asked, and their respective answers.

Upon entering the Mountain Crown, the players will immediately note the elaborate style of the walls, ceilings, passageways, seats, tables, etc. Everything in the Mountain Crown is lovingly crafted. The first available Thriddle Iscin is Kirra Ho-trid. As Thriddle have no gender, Kirra will be

rare; most inhabitants live in small codinns. The two major trades in Tan-Iricid are codich farming and Iscining. Visitors from all realms populate this City of Knowledge to learn languages, or research any number of fields, including history, minerology, warps, geography, etc. Thriddles rank highest in population; Humans, Thivins, Pundit, Boccord, Woffen, and Wallusk follow. Other races are also present, but in small numbers. Crugar try to avoid the entire Thriddle region if possible. There is something about seeing Thriddle in great numbers that Crugar don't feel comfortable about.

Tan-Iricid has a citadel of sorts, reserved for buying and selling goods. Thriddle will not buy or sell objects except within the boundaries of Ennedden. The citadel's protection is a one foot high stone barrier that encircles the entire complex except for entrances and exits. Although this "wall" really offers no protection at all, it seems to work. Rarely does anyone ever cross the wall. The punishment is permanent banishment from Tan-Iricid.

Dozens of Iscin Incleps line the pathways of this Thriddle stronghold. Translations, accounts of historical passages, readings of poetry, verse, and literary talents, are all available. The air here is full of the melodic tones of the Thivin and Thriddle musicians. They will play for private audiences for a nominal fee.

A BIT OF CRUGAR MADNESS

The players should at some point in their stay witness the violence of a Crugar student (one of the 7 in all of Tan-Iricid). He explodes in anger from the frustration of learning fluency in both Thriddle and Boru simultaneously. The Crugar will go running madly down the streets, using his Lightning Blast mutation randomly (Ref: try to keep casualties to a minimum). Some Thriddle of Level 6 or greater will knock the Crugar down with a few well placed Power Bolt usgaes. He will then be quickly dragged off by thirty or forty Thriddle. "Won't be seeing him again, eh?" comments an old Thivin upon viewing the incident. Although such violence as this is rare, frustration and tension are often high for those sent here to be taught languages quickly. The South-west Grass Beaches of

referred to as "Kee" in this writing (this word is used when referring to races without gender, just as "he" and "she"). Kee is old and pale, with a "giggit" in his mouth (an incense holder similar to a pipe) he asks "What field of Iscin inquiry do you choose in this Mountain Crown of ours?" Upon hearing that the players seek information about the Maustin Caji, Kirra Ho-trid will respond with "Caji... Maustin Caji... Quite a scare we had with them, had with them (This duplicate is not a mistake, Thriddle commonly repeat phrases for clarity and emphasis.) "After Salrough Gomo captured them, we were up to our tistry (eyes), with diyorda. It took until the Eris of the next year before all was dealt with all was dealt with." Kirra stares at Ransly and says, "And who, who are you?" Ransly responds with, "Ransly Creb, son of Azden and Namli Creb: Mor Lords Cos-Sahmi " Upon hearing this, Kirra takes them down a passage.

Kirra Ho-trid talks as Kee takes the players deep into the mountain's caverns. This takes about 10 minutes Kirra asks everyone of their interests. Kee is especially fascinated by any information about Ransly Creb. Kirra tells Ransly, "You know, you have spent the last 30 years only 2.2 meters from where you stand now? Where you stand now!" Ransly probably won't understand Kirra continues, "Your face, I remember You, Human, were released from a Keeper rod these 30 years later when it was found that your imprisonment was accidental. The keeper rods from the Maustin Caji era were misplaced. When they were found, you were accidentally released. A week has passed since you were sprung, and 30 years before that. 30 years.

Ransly's legs are giving way to the weight of his now queasy body He will hold onto the nearby table with both hands to keep from totally collapsing The proud Creb shrugs off assistance. He composes himself and says, "Compensation, I will be compensated. My parents, Namli and Azden, both Kesht, Mor Lords. Information, my location: where was I found? Who locked me in the rod? Who sprung me?

Kirra replys, "The mountain crown makes no compensation from obligation. The fine script on each giddyne clearly states that events occuring under the Tan-Iricid supervision are made in the interests of all. Entrance to the Mountain Crown shall be

KIRRA HO-TRID

seen as acceptance of this doctrine." Kirra pulls a scroll off of the wall, reading, "...captured north of Cos-Sahmi. Connection with **Vorneer Cascin** suspected." After thinking for a moment, "No comment here of location of apprehension... Perhaps the Keeper rods contain more information."

Ransly says, "More Keeper rods?"

Kirra replys, "There are three other rods. Without statements, we couldn't destroy them. Stand aside so I may read their lables." Kee walks into the cubacle with the three rods, pulling out the nearest. "Unfortunate. Unfortunate. Just as yours Creb. No label. No information. No information... If you wish, the rod's captive can be released and questioned. The risk is your own."

The party should spend a minute to decide what they want to do. Ransly is strongly in favor of releasing the Keeper rods. The risk that Kirra speaks of is that of some deadly creature emerging from the Keeper rod. Without records of the entrapment, no one can be sure of the rod's contents. (The campaign is structured for the springing of all three rods.)

Once the party has decided to have the rods opened, Kirra will clasp all three rods, and take the party even lower in the Mountain Crown. They reach a room with a windowed, heavy wooden door. Kirra says, "The rods are to be released here." The first Keeper rod is handed to the closest character. There is a 20% chance that this is Ransly.

The Keeper rod is sprung by holding it and concentrating on blue light. Whatever creature holds the rod is instructed to do this by the Kirra. The referee should describe the possible danger to the players at this point. Something powerful may emerge.

Upon activating the first Keeper rod, a Human female (named Salstree) is released. Her arms are bound. She's a physical wreck. She will be unable to offer any physical defense until 10 seconds after she forms. During this time, Ransly (and maybe some player characters) may shackle her (Ransly might suggest this).

Salstree's mind has been heavily controlled by Vorneer Cascin using a Crundorra of Power (a Shanthic device). (Vorneer Cascin was one of the Maustin Caji's leaders.) Her instructions, if captured, were to incriminate Salrough Gomo, enemy of the Caji. Salstree was also to destroy as many other captives as possible. The Caji knew that Thriddle would eventually Rummage the minds of the captured. When she understands that other captives exist in the keeper rods, she does everything in her power to prevent them from being released. To terrorize those who would release the others, she commits suicide. The desired effect is that she would rather take her own life than be around when the other keeper rods are opened.

She doesn't respond to questioning except to call herself "Salstree," and to say, "The object sought can be found in the home of Salrough Gomo Thriddle Seer of the North West Woodlands... Gomo kept our treasures well. Our friend Gomo." Salstree will remain totally quiet for a minute or two, not responding to anything, at which time she will say, "Terrible evil. Death of all! The others must not be released." She will start to quiver and shake. "No! The others must <u>not</u> exist! From the keeper rods. No... No... (she shakes her head)." An evil gaze comes over her eyes. "Death to you all who stay near me... My rage will be upon you in mere moments."

Kirra informs the party members that they are quite safe, that she is but one Human, weaponless and without special ability. Although there is no reason to fear her, the players will probably choose to exit the room she is in. Ransly, on the other hand, is intent upon staying put.

The body of Salstree starts to shake. Even if she is tied up, her body contorts; she writhes and moans. After a few seconds of this, Ransly shouts, "Out! Everyone get out of here." Fear has gotten to this son of Kesht. In his terror, Ransly trips over the partially opened door. Salstree's face is bright red. Her eyes have rolled back. She palms the wall. She snaps her head, plowing it into the hard stone. Without question, she is dead.

Kirra gives out a shrill sound, the equivalent of a Thriddle whistle. In a few moments, Thriddle guards come to clean the

mess "As I said, there is no danger from this woman" Kee remarks... Kirra then continues, "The comment about Salrough Gomo is strange, His help made the destruction of the Maustin Caji possible. Possible. This Salstree, her mind was controlled." Kee is correct, When it was seen that captives were being questioned instead of killed outright, one of the more powerful Caji used a Crundorra of Power to will Salstree to incriminate Salrough Gomo as a party to the Maustin Caji violence.

If opened, the next rod reveals a Pundit. Harmless enough, this creature blurts out "My master Vorneer Cascin quested my mind to forget, but I remember an object which will take you to the Caji s lair." Upon saying this, the Pundit will look surprised and ask why everyone is looking at him. If asked about the statement he made about the Caji's Lair and Vorneer Cascin, the Pundit will only become confused. He doesn't remember having made the statement, and simply wants to know where he is and where Aleon (Al-ee-on) is. He will inform the players as to his name, Dalspo Didispa He remembers nothing of the Maustin Caji, nor of his capture His only memories are of his distant past, and of his friend, "Aleon." "I grew up south of Dan Driveon and learned "hudri" at an early age (a Pundit sport). Misca and Toov died after my first northern excursion. I left Drail, traveling to Tan-Iricid in search of servitude My family lost, I needed to serve to heal my wounds." He continues, "I met Aleon. He was with Salstree, they took me with them. I don't remember anything else "

Dalspo knows nothing of Keeper rods, or the Maustin Caji, or Ransly Creb. He has no idea who Salrough Gomo is. If asked about the third Keeper rod, Dalspo shows only naive curiosity as to its contents. Every once in a while, Dalspo repeats his quote about Vorneer Cascin. Occasionally, he will say, "This is the object which will lead you to the Caji's lair." The first time, the object will be the giddyne worn by one of the players (if entrace to the Mountain Crown was not by Giddyne, Dalspo points at the Giddyne that Kirra Ho-trid wears). Poor Dalspo never remembers saying things like this He doesn't understand all these questions about the Maustin Caji, Vorneer Cascin, strange objects leading someone somewhere, etc. He won't become irritated, but he will be confused.

DALSPO DIDISPA

Poor Dalspo has had his mind tampered with as well, but unlike Salstree, Vorneer Cascin had little time to prepare his brain. The result is an occasional spewing of bizarre statements.

The third Keeper rod springs a Ramian standing tall with a wooden box mounted and locked over his head. Dalspo the Pundit immediately recognizes the Ramian as his friend Aleon, and wonders why he will not speak.

As it turns out, there is a controller on the base of the Ramian's neck. Until it is disconnected, Aleon will not respond to anything. Dalso Didispa frantically tries to get Aleon's attention, but to no avail. No one will automatically notice the device without searching the Ramian's body. Aleon is dressed in hides. He carries no pouches, belt, or weapons. If left to the Thriddle of the Mountain Crown, the controller will be found by the time the players return from their task.

At this point, Dalsp Didispa says he's very hungry. Given food, he will eat the equivalent of 2 Human portions. His voracious appetite will continue. Although he doesn't know it, he is the only person who knows the location of the Can's Lair. To extract the information from his mind will require a powerful Rummage (see mutations, JORUNE-3.2404.04). It is possible that the players might ask Kirra to Rummage the Pundit. Dalspo will agree to anything. If this is done, Kirra will inform everyone that the mind of the Pundit has been controlled by some powerful force, such as a Crundorra of Power. Kee says that Dalspo is harmless, and will not engage in any hostilities, but there is much information which requires a more powerful Rummage. "Only Salrough Gomo could extract information under these conditions. This Pundit might even know the location of the Can's lair." Kirra says.

Kirra doesn't know where Salrough Gomo lives, but says that one of the Thriddle Crown Keepers once visited him. Kee says this as if it is a final note. Kirra has other things to tend to. The players are probably familiar enought with Thriddle customs to know that a tip is usually paid to servants of information. Ransly knows this, but isn't particularly interested in leaving tip. Each of the player characters has a 20% chance of knowing to leave a tip.

The older of the two Thriddle Crown Keepers, Bennid Goe-Den, says, "Yes. Yes. I know the Gomo Clep (very strange use of the word clep), rather well. You needn't bother travelling there though; without a Gomo Giddyne, he won't even recognize you. Ha! Worse yet, Todi the Corastin (a group of 12 blood-thirsty savage Corastin) living there will tear you to bits without a one." A Gomo Giddyne is a form of giddnye which Salrough Gomo bestows upon creatures who have helped Kim. They can be bought, but are rarely sold. "There are none for sale in Tan-Iricid. I can tell you that. Mine is of course, not for purchase." The players seem to have a bit of a problem. If they should make it to the Gomo Clep, they will have no way of getting the attention of the great Thriddle Seer. Also, the Corastin tribe will tear them to pieces.

Benidd gladly draws a map for the party. Travel to the Gomo Clep will take several days travel overland. A tip is expected for this service. Ransly will pay one Gemlink if no one else offers. Benidd warns the party, "No one speaks to Gomo without these giddnye. Risk not your safety; few survive the Corastin."

As predicted by the Thriddle, there are no Gomo Giddyne available in all of Tan-Iricid. No one even likes to talk to the players about these objects. The Thriddle believe that either you have a Gomo Giddyne because you have earned one, or you don't deserve one.

Now, if the players think about it, Yurni Lumbro would be exactly the kind of person who might have a device of this nature. Although they didn't know what it was at the time, when Yurni spoke in his home in Cos-Sahmi, he mentioned that he had a Gomo Giddyne. Some careful thought will also reveal that Yurni lost his Shanthic screeper, a treasured device of his. The players would do well to buy him one as an offering. They can buy a good Screeper in Tan-Iricid for 3 Gems, if they search for about a half hour.

SHAWSWI: MINOR BATTLE FOR A GOMO GIDDYNE

If no one picked up on Yurni Lumbro's Gomo Giddyne statement, all is not lost. Kubisa Gendrough, the Thivin, has heard that

one of these devices is available in Shawswi, a tiny Human town located north of Tan-Iricid (E5-25 on the Burdoth map). If the players travel there, they will meet Pauf Igger, a Human with a Gomo Giddyne around his neck. If the players ask to buy it (Ransly will offer quite a sum of money), Pauf simply tells them that one of them must fight "Noress End... ...th' the Unbeaten." The arena battle for the possession of the Gomo Giddyne takes place the next day. The fight is over when one of the contestants can pin the other. It is expected that the winner leaves his defender unconscious or sat upon. The players might start choosing straws, but they can count Ransly out. His physical condition, and superior attitude prevents him from considering himself. Althought the fight isn't supposed to be to the death, few are those who would trust someone by the name of "Noress Endurcoth."

Noress is a large Human, lean and powerful. His intimidating snarl doesn't sparkle with much intelligence. Although strong, he is not terribly fast. A capable character should be able to take care of him using only fists. The whole arrangement with Pauf and the giddyne is a bit odd. As it turns out, the arena combat is part of a dare. A few nights back, Pauf and Noress got in a fight of sorts. As a result, Noress challenged Pauf to a fight. Instead of accepting, Pauf said that he would arrange for a stand-in for himself (perfectly acceptable by Burdothian customs), and wager his Gomo Giddy- ...o the winner. Before one of the players goes in to fight, Pauf suggests that they aim for the ribs on Noress' right hand side (+4 to hit with a punch, x2 to damage); they were hurt in a earlier brawl. The following are Noress' characteristics:

NORESS ENDERCOTH: HUMAN			
CHARACTERISTICS:		A.D.C	NORESS PREFERS TO JAB BECAUSE
CONSTITUTION:	25	+8/+8	OF THE -2 TO HIT FOR JABS
STRENGTH:	26	x2+2	HE DOES A LOT OF SCREAMING IN
DEXTERITY:	15	+1/3	COMBAT. THE HANDFUL OF SPEC-
AIM:	19	+8	TATORS LIKE HIM. HE IS FAVORED
SPEED:	16	16/16/5	TO WIN 1 5:1 BETS TAKEN FROM:
Q STAMINA:		22	1 GO => 5 GM MIN&MAX

If the player character wins, award the players a Gomo

Giddyne. Do your best to prevent the player from losing. If this should happen, you might give the "hopeless" players a hand by pointing out that "Yurni Lumbro once said something about having a Gomo Giddyne." The important thing is that they get one soon.

If they travel back to Cos-Sahmi to meet Yurni Lumbro, they will encounter him outside his itrin, watering various herbal plants. The gift of a screeper is warmly accepted if the players were clever enough to have bought one. Yurni is interested in how the party has done. He wishes Ransly Creb the best of luck in finding the Caji's Lair. "And oh yes, you say you need a Gomo Giddyne. This has been mine for four decades. I earned Gomo favor by translating some obscure Boru dialect. I haven't had a chance to use it." He hands it to the nearest player character. "Enjoy your travel north."

RELEASE OF OTHER KEEPER RODS IN TAN-IRICID

Unbeknownst to the party, more than just the 3 Keeper rods have been released. As a result of the player's visit, the Thriddle have searched for the other 6 Keeper rods. They were found in a vault very close to the original 3. A young Thriddle who overheard the news about the 3 sprung rods mistook his instructions. Because Kee remembered hearing a pleasant description of the Pundit, Daslpo Didispa, the Thriddle figured the rods contained harmless creatures. Kee released the contents of one of the Keeper rods. They were supposed to be moved to a lower level of storage.

This was a trgic mistake --- they young Thriddle was murdered by Shannu Trither, the sppung Boccord; the other 5 were released by him. The sight of Shannu was enough to frighten the poor Thriddle out of his mutational ability. Paralyzed with fear, Kee was easy prey for the cold hearted Boccord. The other 6 creatures, all Human, were released one by one. Before the Thriddle was killed, information was extracted from him. This group of Maustin Caji-followers were all mind-controlled to destroy those who threatened their organization. Upon hearing of Dalspo Didispa's release and the Gomo trek, the Boccord and Humans assemble. Travelling quietly through the Mountain Crown, these creatures trap creatures, question them, and kill them. They quickly ascertain the location of

GOMO GIDDYNE.

Salrough Gomo's home. Escaping through the Crown's north exit, they search for a group travelling north towards the Gomo region. They eventually find the player characters' party, attacking them in little bursts. They do not attack intelligently. Mind control inhibits creative thought.

These unorganized attacks cease after the players pass the Corastin encounter on the way to Salrough Gomo's home. The Boccord and remaining Humans are easy prey for the Corastin waiting ahead. Without Gomo Giddynes, their lives are forfeit.

TRAVEL TO THE GOMO CLEP: BAD NEWS CORASTIN ENCOUNTER

There is a narrow mountain pass which the players must travel through on their journey to Salrough Gomo. The dense forest is spookily quiet until the party hears the sound of a tree-crushing "thump" behind them. Looking back, their fears are confirmed: two enormous Corastin stand side by side behind them. The party sees another 10, spread evenly in a large circle around the party. One of the Corastin yells, "Off thombos!" using his primitive Entren vocabulary (assuming the characters are on thombos). If the players try to escape, a Corastin will almost certainly be able to reach them, stopping their thombos. If the players have no Gomo Giddyne to show, their lives will end as the Corastin pummel them to bits. If Ransly is the one with the Giddyne, he will proudly display it, yelling, "Fools! We have the Giddyne. We have a Gomo Giddyne... Leave us!" Unfortunately, it isn't quite that simple. The Corastin close in, and even after they've had a good look at the Giddyne, they still say (now in their native Corastin language), "Leave passage now. Much passage!"

Hopefully the players will figure out that the Corastin want them to leave something behind as a "gift." Judging by the creature's size the more, the better. Gemules are the preferred form of money. The Corastin want about 50 currency pieces and about 50 pounds worth of stuff. They are not very selective. Leaving a thombo would be considered more than enough.

Stingy players will be attacked until the give more. Generous players will be escorted north.

THE GOMO CLEP

The home of Salrough Gomo is built into the side of a hill in the dense forest of the North Kugin mountains in the heart of the North West Woodlands. This is the "Gomo Region." The surrounding area houses large colored stones and a cle-eshta. There is no Salrough Gomo to be found. A knock on the door reveals nothing. If anyone enters the front door, a loud whistle sound is heard coming from the floor. Some of the large stone pieces outside the home raise a few inches. Upon Gomo's return, Kee will know of the unwelcome entrance to his haven.

When Salrough Gomo returns in two days, Kee carries nothing, wears nothing, and says nothing. Kee walks straight to the entrance of his home. Enters, and shuts the door. Kee will treat others like obstacles to be avoided, walking around those in his path. Not even the slightest acknowledgement is given those who speak to him. His figure is typical of a Thriddle, but is greatly aged. Kee still retains much of the balanced stance of younger Thriddle, although his strides are made of very small steps.

A day later, Salrough emerges from his home. If the players show him a Gomo Giddyne, he will speak to them, otherwise, they suffer the same silent treatement. Salrough tends a small herbal garden, cleans the colored stone surfaces and the cle-eshta. If someone speaks to him in Thriddle, Kee will look up... then continue his routine. At the end of a few minutes, Kee returns to his dwelling. This routine will continue for as many days as the party is unable to produce a Gomo Giddyne.

Upon seeing a Gomo Giddyne in the possession of one of the characters, Salrough Gomo turns and addresses the party, "I am Salrough Gomo, Thriddle Seer of the North West Woodlands..." The great Seer looks with a questioning eye at those around him. "The Giddyne please," he asks politely.

The conversation stagnates into oblivion if the players do not comply, and hand over the Gomo Giddyne. As soon as it is in his possession, Kee walks over to a small cylindrical barrel, opens

it, and tosses in the Giddyne. "Do I know you?" Kee asks in a questioning tone.

If no one is quick to answer, Ransly says, "Yes. We're friends of Yurni Lumbro, Iscin of All, resident of Cos-Sahmi."

To this, Salrough responds, "I know only a Yurni Hutill Lumbro, not a Yurni Lumbro."

In his typically obnoxious tone of voice, Ransly says, "Right. Yurni Hutill Lumbro. The same person."

Salrough says, "It's no matter, I remember only the name. There is no history on that Human Iscin of Cos-Sahmi." Kee is indicating that Kee doesn't remember Yurni Lumbro, but Kee will accept the Gomo Giddyne. With it, the party members are welcome to speak with him.

Salrough Gomo uses the Gomo Giddyne as a way of remembering who he knows, and who has helped him. His memory is poor on the subject of names, and acquaintances.

Salrough Gomo invites anyone associated with the Giddyne holder entrance to his home. The interior is rather dark and cluttered. Scrolls and artifacts litter the shelves, surfaces, floors, and tables. Although friendly, this Thriddle has little time for idle chit-chat. Upon hearing the travels of the players, their involvment with Ranlsy Creb, their discovery of the Pundit and others, and the clues which led them to the Gomo region, Salrough remarks, "Destruction of the Maustin Caji was my darkest hour. I regret having killed... You, Ransly Creb, you are also part of my regret. I remember placing you in a Keeper rod for the Thriddle of Tan-Iricid... You to Pundit."

His remarks concerning the Pundit are enthusiastic, "Dalspo Dind-ispa... Give me your attention." Dalspo promptly looks up at the Seer. Salrough moves toward Dalspo, tiny hands outstretched. He rummages the Pundit's mind with power totally beyond the capability of any Caji. "Your mind is littered," Salrough mutters, "Vorneer Cascin used you. Your actual purpose was never decided... Hudrij, Hudrij is your true ability... Ah, the Caji's Lair. All those who knew of its location died before I could reach them. You are released now Pundit,

you serve no one." With that, Salrough Gomo steps back from Dalspo, who is staring forward, eyes glazed.

"I have no interest in the Caji's Lair at this time," Salrough remarks. Ransly is sure to interject something here, like, "Well, we are interested in the Caji's lair. Where is it!?"

The vulgarness of young Creb shocks Salrough, but just for a moment. "Human," Kee says, "the location is yours, but bother me not again without cause." Salrough walks a few steps toward an artifact covered shelf. Sarceen clutter the walls, each suspeneded by a small peg. One of these is grabbed by Salrough, who holds it tightly for a moment. "Here you are Ransly, the path to the Caji's Lair."

Ranlsy is competent enough to know how to use the sarceen. Holding it for a moment, and closing his eyes, the device transfers information into Ransly's head. Looking up, Ransly says, "Let's go. The lair is as good as ours."

Salrough Gomo doesn't bother to say goodbye.

If a shorter campaign is desired, the referee should have Salrough Gomo create a warp (by using his cle-eshta) to the approximate location of the Maustin Caji.

TRAVEL TO THE CAJI'S LAIR

If the players travel overland (no warp assist by Salrough Gomo), roll for the random encounters in JORUNE-2.2000. Ransly will guide the party, led by knowledge fed to him through the sarceen. By warp or travel, they will end up at the location E5-57, the tiny village of Ritisco. The population here uses primitive swords as weapons (-2 to damage rolls). They are primarily non-violent, and unpracticed with their weapons (+2 on To Hit rolls).

This group of 34 Humans farm and raise livestock. The path to the Caji's Lair, in the mind of sarceen users (especially Ransly Creb), leads straight to the middle of the town awss. In fact, the passageway to the lair is located in the floor of the hut of Pyd Hermeric, the town's only eccentric. The population here is

young, averaging somewhere in the teens. Pyd is over 65 years old and is not taken very seriously.

The players have a dillema of sorts on their hands. They need to walk into a village, march up to a small grass hut, walk in, and find a passageway; all without alarming the local villagers. The party might be able to boast might in their weaponry or armor, but against a group of over 20 adult Humans, they stand little chance. The villagers are not overly aggressive, but they are in excellent physical shape. Clever players will have no trouble finding a way in. Ransly Creb suggests the brute force approach, "Hit'em hard, and search for the entrance. We'll be in so fast it will make their heads spin!" Hopefully, the party isn't blind enough to follow Ransly's lead. It seems obvious that Ransly's appointment to Drenn Status wasn't without some "under-the-table talk."

Once inside the hut, it will take about 10 seconds to find the trap door in the floor. Sarceen users already know it exists, finding it in Pyd's sqalor is a different matter entirely.

INSIDE THE CAJI'S LAIR

Keep in mind that it's dark in the lair. Torches, Orb of Light and viewers are helpful for seeing in the dark. Note that the floor plan of the caverns displays only a tenth of the overall Caji construction. Major sections are caved in, blocked by tons of stone and dirt.

All doors are of the pull down variety used in Shanthic architecture. Although altered significantly by the Maustin Caji, this complex was originally a Shanthic temple.

Doors in the temple are pulled down from their two meter high handles. The passageways are approximately 3 meters wide by 3 meters tall.

Each of the numbered rooms are described below:

(1) This large room is filled with broken chairs, burned scrolls, and smashed stone. Three passages exit the room. A search of one minute or more will reveal fully decomposed Caji corpse

clothed in rags bearing the insignia of the Naustin Caji. The stentch of rotting flesh is immediately apparent upon entry.

(2) This passage leads to spiral stone stairs which lead down. Past the first few steps, the rubble completely prevents further travel. A broken sword lies amongst the rubble. It is sized for a Caji.

(3) Upon opening the door here, everyone feels a slight breeze. The party encounters a dawth (see JORUNE-3.1200.05 for details). Room 4 contains details.

(4) This room is rather windy. Three clear warps stand in the corner. One leads to The West Trinnu Jungle Lands, located on the Burdoth map at (K5-25). The second leads to the south Burdothian coast (F5-31). The third ends up in the desert of the Kugin Mountains, (F6-26). The dawth is from the Trinnu Jungle lands.

(5) This dead-end passageway ends in rubble. Passages do continue left and right. If the rubble is searched for a few minutes, two gold flake crystals will be found.

(6) This oddly shaped room has doors leading to 5 rooms; all doors are closed. Broken tables and chairs fill the large space.

(7) A pile of 3700 Gemules lies scattered on the floor of this room. Caji and Human Skeletons litter the floor. The money takes 10 minutes to gather up.

(8) Mounds of rubble litter the floor of this room. Heavy ropes, chains, broken swords, and heaps of cloth are built up into tall, sculptured monuments of trash. In the far corner from the doorway, a small pit has been dug out. The skeleton body of a Caji holding a laser, and wearing a Pá medallion fill the cavity. Ransly Creb might believe this to be his medallion. If placed around his neck however, the green light of recognition fails to glow.

(9) More tables, chairs, rock, and rope litter this floor. A thorough search reveals strange ornaments which (if investigated by experts) turn out to be made of bone from Thriddle ribs. They make splendid wrist chains.

THE TERROR-
INSPIRING 'BRAND' OF
THE MAUSTIN CATTLE.

(10) This is the only remaining "Release Room." the small metallic box in the far corner requires a Strength of 30 or greater and a pointy instrument to be opened. It reveals a group of 3 blue crystals (2 charges each), and a sort of rip-cord. If pulled, the entire remaining tunnel system will cave in. A small piece of parchment in the box reads, "Cord starts cavern release." The process starts immediately and will finish in 15 rounds, leaving the entire cavern system buried, and the village of Ritisco in shambles. Note the location of various huts. Heavily charged explosive ropes were attached to each of the ceilings. When the rip cord is pulled, an electrical activity starts the process. All of the roofs start falling at once. For every 3 rounds that characters are inside the Caji's Lair, a D20 roll is made. Rolls lower than 5 + Attack Bonus A.D.C. indicate that falling rubble has hit a character. The damage done is 2D6 divided by D6 points of bulk damage done by falling debris. Results less than 1 point result in no damage. Inflict the damage to a random location by using table JORUNE-2.5330 (OVERHEAD SWING).

Sample: Cle-Andrithell Lormer has an Attack Bonus of -2. Her player would need to roll a 3 (5 basic - 2 for Attack Bonus = 3) or lower in order to be hit by rubble each three rounds. If rubble hit her, a possible damage roll might be a 7 on the 2D6, and a 3 on the D6. This would result in 2 points of bulk damage being assessed to a random location of her body.

Referees should try to keep their players from activating this mechanism until absolutely neccessary. Be sure that it is used.

(11) This room is filled with cloth and rotted wood. Two losht pods are buried under the mess. Each character in the room has a 20% chance of stepping on one of the pods. See JORUNE-3.1200.13 for details on this plant seed.

(12) The rotted bodies of 5 Caji litter the floor here. A search of the bodies reveals 8 capsules. 3 fire, 2 cold, 2 T.J., and 1 tangler.

(13) This passage dead-ends into fallen rubble and debris. Clearing the stone away looks like a hopeless job, but if the party spends more than 5 minutes trying to clear the rock, they

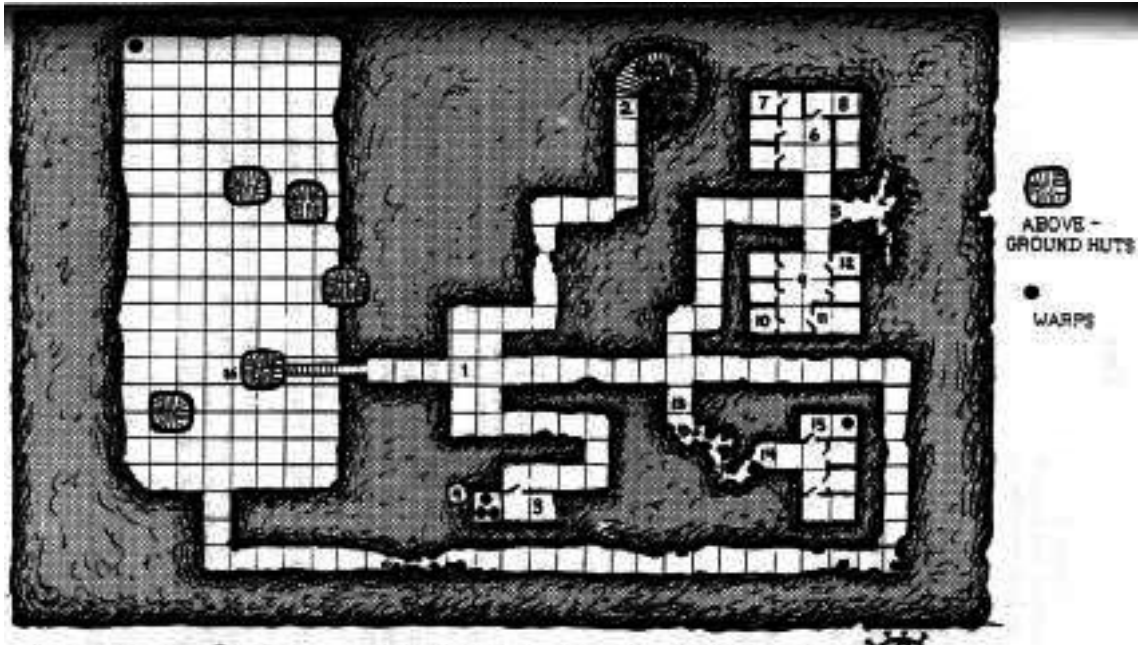
will make it through to the other side. Once there, they will hear the clacking sound of Cleash limbs. (See the description of room 14).

(14) Two Cleash are looking through the broken tables and skeletons here. If the party enters this area, they will be immediately attacked. Roll for the specifics of these creatures in sections JORUNE-3.1110 to 3.1190.

(15) This room contains a warp leading to the barren Ice Fields Of Gilthaw, from whence the Cleash came.

(16) The waste sight for the entire Lair of the Maustin Caji. This 25x60 meter room contains 4 scrade and 13 pibber. The stench and the quantity of the garbage is amazing. It is obvious that a large population has inhabited these tunnels.

At the far left corner of the room is a dark warp, which connects the room to forest near Ardoth (K6-25).



LAIR of the MAUSTIN CAJI

will make it through to the other side Once there, they will hear the clacking sound of Cleash limbs. (See the description of room 14).

(14) Two Cleash are looking through the broken tables and skeletons here. If the party enters this area, they will be immediately attacked. Roll for the specifics of these creatures in sections JORUNE-3.1118 to 3.1198.

(15) This room contains a warp leading to the barren Ice Fields Of Gilthaw, from whence the Cleash came.

(16) The waste sight for the entire Lair of the Maustin Caji. This 25x60 meter room contains 4 scrade and 13 pibber. The stench and the quantity of the garbage is amazing. It is obvious that a large population has inhabited these tunnels.

At the far left corner of the room is a dark warp, which connects the room to forest near Ardoth (K6-25).

Once out of the Caji's Lair, the party still has the local villagers to deal with (assuming they exit throught Pyd's hut)

If the party travels back to see Salrough Gomo, they had better have another Gomo Giddyne. Otherwise, the Corastin will demolish them.

Roll for encounters on their travels home. (See JORUNE-2.2800.) Make these encounters sparse. If Tan-Iricid is journeyed to, the party will learn of the party which followed them, its origin in the Mountain Crown. Also, the Ramian, Aleon, has had the controller removed from his neck. Dalspo Didispa is interested in spending time with his old friend.

Aleon is to be released Although no one particularly likes a Ramian, it seems that he is as free of wrongful doing as Dalspo. The Pundit says goodbye to the party members, promising to come visit them in Cos-Sahmi.

1000 WEATHER

WEATHER FOR 60 DAYS: ERIS OF 3500 P.C.

WEATHER TYPE:	DAY:	WEATHER TYPE:	DAY:
CLOUDS	1	CLEAR	21-40
CLEAR	2-9	CLOUDS	41
FOG	10-11	RAIN	42
CLOUDS	12	CLOUDS	43
CLEAR	13-19	FOG	44
CLOUDS	20	CLEAR	45-60

2000 ENCOUNTERS

COS-SAHMI ENCOUNTER TABLE

THE PLAYERS WILL HAVE D3-1 OF THESE ENCOUNTERS EACH DAY

ROLL:	ENCOUNTER TYPE:	ROLL:	ENCOUNTER TYPE:
1	MOR LORD	7-8	SEA PORT PERSON
2-3	MEMBERS OF CIM (COUNCIL)	9-12	A LOCAL WHO KNEW RANSLY
4-5	A DESCRIBED CHARACTER	13-17	RANDOM INHABITANT
6	A LOCAL ISCIN	18-20	STRANGERS, JORUNE-2,2100

A DESCRIBED CHARACTER COULD BE EITHER YIRNI, ATTRI, OR GISSAR.

A few comments: The local Mor Lord's name is Dhar-Chadri Tid-istrow. Although officious, he is helpful. He will suggest that the players consult Gissar Rymra and Yurni Lumbro, "Iscin of All." His healthy body reflects his power. Although Human, his strength is close to that of a Boccord's. His cold figure is a bit imposing.

There are 8 members of the local Cim:

TO TAN-IRICID: ENCOUNTER 1

GEE AZACKA: HEAD OF THE CIM. GOOD NATURED HUMAN FEMALE.

HIGE ORRIS: ELDERLY CAJI MEMBER OF THE CIM. HIGH SPIRITED.

BERN URTHORALACE: A HEAVY-SET BOCCORD. NO ENTHUSIASM. DIDN'T LIKE THE CREB FAMILY. HE WAS GLAD WHEN NAMLI AND AZDEN LEFT FOR THEIR SON.

JO-LIG VERN: YOUNGEST CIM MEMBER. VERY INTERESTED. COMPLEMENTS THE THE PLAYER'S ON THEIR WILLINGNESS TO HELP RANSLY. SHE POINTS OUT THAT RANSLY'S WORD COULD HELP THEM BECOME DRENN. JO-LIG, A HUMAN, IS ALSO AN ATHELETE.

TERRU LORM: A SHREWD INCLEP OWNER. SHE DOESN'T CARE FOR RANSLY MUCH. SHE DOESN'T MIND SAYING THINGS TO HIS FACE. SHE IS A CAJI, BUT HER MIND WAS TOO UNDISCIPLINED TO EVER DEVELOP HER MUTATIONS.

BAQU AMBERD: A CLEVER HUMAN MALE. HIS ECCENTRIC NATURE PROPELLS HIM TO SAY STRANGE THINGS. HE LISTENS INTENTLY.

SHADI AZZER: AN OLD PUNDIT WOMAN. HER SENSIBILITIES AND COMPASSION ARE WELL KNOWN IN COS-SAMMI.

CORMER LEESENBROUGH: A HIGH-CLASS HUMAN MALE. HE DOESN'T MIND USING HIS POSITION ON THE CIM TO UNFAIR ADVANTAGE. HE THINKS HIGHLY OF RANSLY CREB.

Random inhabitants might include codich growers, armor smiths, weavers, clep and inclep workers, builders, etc.

If strangers from out of town are encountered, use the random encounter table for intelligent races, located in JORUNE-2.2100.

COS-SAHMI REGION ENCOUNTERS

ROLL A D6 EACH TIME THE PLAYERS TRAVEL IN THE NON-POPULATED PARTS OF TOWN. A 5 OR A 6 INDICATES AN ENCOUNTER AS DESCRIBED BELOW.

ROLL:	ENCOUNTER TYPE:	ROLL:	ENCOUNTER TYPE:
1-3	ENTER CODICH PATCH	12-15	SLARCHA
4-7	PIBBER ENCOUNTER	16-18	VINTCH
8-11	SCRADE	19-20	RANDOM NINT JORUNE-2.2200

TAN-IRICID ENCOUNTER TABLES

THE PLAYERS HAVE D6-2 OF THE FOLLOWING ENCOUNTERS EACH DAY THEY TRAVEL THROUGH TAN-IRICID.

ROLL:	ENCOUNTER TYPE:	ROLL:	ENCOUNTER TYPE:
1-3	THRIDDLE ISCIN	10	MOUNTAIN CROWN MEMBERS
4-7	THIVIN TRADER	11-12	CODITCH GROWERS
8	FRUSTRATED STUDENT	13-15	LOCALS
9	MEMBER OF THE CIM	16-20	RANDOM INT JORUNE-2.2100

Thivin traders approach the players, trying very hard to sell them anything. Frustrated students may be violent, even psycotic. All 23 members of the local Cim are Thriddle except for one Human and a Wallusk. Mountain Crown Thriddle are rather high class, and are often unfriendly to strangers. Locals are usually Thriddle, although the Tan-Iricid section mentions some other races present in great number in the city.

3000 EXPERIENCE POINTS

The following is a list of ways for players to gain experience in this campaign. Numbers marked by an ' are given only to the character who decide upon the action. If no ' is present, each player character receives the listed number of points.

EXPERIENCE POINTS

POINTS:	FOR WHAT:
10	PULLING RANSLY CREB OUT OF THE CROWD
15	DECIDING TO TAKE RANSLY TO A HEALER BEFORE THE IDEA IS SUGGESTED BY AN NPC.
20	SPEAKING TO YURNI LUMBRO
30!	ASKING ABOUT YURNI LUMBRO'S SCREEPER
55!	ASKING ABOUT YURNI LUMBRO'S GOMO GIDDYNE
5	GOING TO TUSIC ATTRI AFTER SEEING AN NPC
5	GOING TO SEE GISARR RYMRA
20	PAYING A VISIT TO THE CRUGAR NORTH OF COS-SAHMI
25	RECOGNIZING THE SYMBOL OF THE MAUSTIN CAJI
30	FINDING A WAY TO PAY FOR THE OCEAN VOYAGE TO TAN-IRICID
20	TRYING TO HELP IN THE CRUGAR OUTBURST IN TAN-IRICID
10!	BUYING A GIDDYNE
5'	BUYING A GIDDYNE FROM KUBIS GENDROUGH
35	STAYING IN THE ROOM AFTER SALSTREE THREATENS DEATH TO ALL
15!	GIVING A GOOD TIP TO THE THRIDDLE IN THE MOUNTAIN CROWN
30!	GIVING AN ENORMOUS TIP TO THE CORASTIN
15	NOT ENTERING BEFORE SALROUGH GOMO RETURNS
40!	FINDING A CLEVER (NON-VIOLENT) WAY TO ENTER PYD HERMERIC'S HUT
25'	WARNING THE PARTY NOT TO ENTER ANY OF THE WARPS
20	DIGGING THROUGH TO ROOM #14
15'	FINDING SOMETHING WHILE SEARCHING
-10!	STEPPING ON THE LOSHT PODS
20!	READING THE WARNING IN ROOM #10
50	NOT DESTROYING THE LAIR OF THE MAUSTIN CAJI UNTIL THE MAJORITY OF ROOMS HAVE BEEN EXPLORED
25	GOING TO TAN-IRICID ON THE WAY HOME
100	SURVIVING THROUGH THE FESTIVAL OF COS-SAHMI

1000 MAIN CHARACTERS

ALEON: Ramian held in a Keeper rod for the last 30 years. Friend of Dalspo Didispa; servant to the Maustin Cajj.
BENIDD GOE-DEN: A Crown Keeper of the Mountain Crown of Tan-Iricid. Benidd has in his possession a Gomo Giddyne.
CHIMCI: The Tauch-Kie of the Crugar living north of Cos-Sahmi.
DALSPO DIDISPA: A Pundit from Drail kept in a Keeper rod for 30 years. Although harmless, he says odd things.
GISARR RYMRA: A Boccord grower who farms codich in the fields north of Cos-Sahmi.
KIRRA HO-TRID: An elderly Thriddle who helps the players in the Mountain Crown of Tan-Iricid. He is usually seen with a giggit in his mouth.
KUBIS GENDROUGH: A sly Thivin trader who sells giddynes for 26 Gemlinks.
NORESS ENDERCOTH: A not-so-terribly-smart Human of the town Shawswi. He fights one of the player characters for the right to a Gomo Giddyne.
PAUF IGGER: The owner of the Gomo Giddyne. He has someone fight Noress Endercoth.
PYD HERMERIC: An eccentric Human of the village of Ritisco.
RANSLY CREB: A Human Drenn, son of Kesht Mor Lords. Ransly was the last victim of the Maustin Cajj. He has just reappeared after having been gone for 30 years. He hasn't aged a day.
SALROUGH GOMO: Thriddle Seer of the North West Woodlands. A Thriddle with legendary powers. Salrough lives in the North West Woodlands near the Temauntro border. No one can see him without a Gomo Giddyne.
SALSTREE: A Human female controlled by the Maustin Cajj. The Keeper rod which held her was left in the Mountain Crown of Tan-Iricid for 30 years.
TUSIC ATTRI: An elderly Healer in the town of Cos-Sahmi.
VORNEER CASCIN: One of the most powerful of the

Maustin Cad.
YURNI HAUTILL LUMBRO: A revered Iscin scholar in the town of Cos-Sahmi. Yurni owns a Gomo Giddyne.

2000 PLACES

AWSS: The center of town is called the awss. This is where official matters are decided.
BURDOTH MAP: A Burdoth map is provided in JORUNE-1.7600.
CLEP: Usually, a place to sleep and eat.
CODINNS: Small, oblong grass huts crafted by Thriddle, found extensively in Tan-Iricid.
COS-SAHMI: The town where the player characters start. Its location is (G5-36).
DHARLERIN: A large plantation. Small plantations are called lerrins.
DRAIL: The realm of Pundit.
EAST TRINNU JUNGLE LANDS: Located in Burdoth at (L6-11).
ENCLEP: A Healer's Inclep.
ENNEDDEN: Citadel of Tan-Iricid protected by a one foot tall stone barrier.
GUASS REGION: The area around Ardoth, (J6-77).
INCLEP: A store. A place of transaction.
JORUNE: All references to Jorune are either to the planet Jorune, or to the Book Jorune.
MOUNTAIN CROWN: An enormous bank of knowledge created by the Thriddle of Tan-Iricid. Entrance requires 2 Gemlinks or a giddyne. Entrance to the Mountain Crown is through the Rilij.
NORTHERN GOMO REGION: The general area at about (E8-87).
RESPONSE: A number 1 through 5 describing the response of a town or city. Explained in JORUNE-1.7700.
RILIJ: A 15 meter-wide pathway painted bold blue. It starts in Tan-Iricid and ends at the entrance to the Mountain Crown.
RITISCO: A small village at (E5-57). The surface of this village covers the Lair of the Maustin Cad.
SHAWSWI: Located at (E5-25), this Human town might lure the characters in for a chance at a Gomo Giddyne.
SOUTH MOUNTAINS OF KUGIN: A mountain range

located at (E5-66).
TAN-IRICID: The capital of the Thriddle region in Burdoth. Its location is (E5-32).

3000 OBJECTS AND WORDS

ARDOTH GUARD: Elite guards from the capital of Burdoth.
AUSS: The season of Fall.
AWSS: See 2000 PLACES
BOCCORD: See JORUNE-3.1100.03
BOCHIGON: Large riding creatures. See JORUNE-3.1200.01
CLE-ESHTA: A powerful Shanthic device. See JORUNE-3.3710
CLEP: See 2000 PLACES.
CODICH: A corn-like vegetation commonly grown in the south of Burdoth.
CODINNS: See 2000 PLACES
CORASTIN: See JORUNE 3.1100.08
CROWN KEEPERS: Guards at the entrance of the Mountain Crown.
CRUNDORRA: A series of powerful Shanthic devices described fully in SHANTHAS OF JORUNE.
CRUGAR: See JORUNE-3.1100.10
CRUNDORRA OF POWER: A Shanthic device capable of controlling creatures.
CRUNDORRA'S SCREEPER: The devices which activates the Crundorra.
CRYSTAL: See JORUNE-3.3830
DALLIN: A limilate. See JORUNE-3.3841.02
DHARLERIN: See 2000 PLACES
DIYORDA: Law breakers.
DRENN MEDALLION: A medallion which is matched to a single person such that it will only glows when worn by its rightful owner. Drenn status is the status of citizenship.
EARTH-TEC: Any item brought by the Earth colonies which operates on the principles of directed motive power.
ENCLEP: See 2000 PLACES
ENTREN: The most common language in Burdoth. A derivative of English.
ERIS: The season of Spring on Jorune.

RUMMAGE: A mutation listed in JORUNE-3.2404.04. This ability is used to extract information from a creature's mind.
SARCEEN: A Shanthic device which holds information that can be fed directly into a user's mind.
SCEDRI CLOTH: A medical tunic. Soaked in herbs and roots, these wraps make the injured feel better.
SCHISIC: Killed as an enemy of Burdoth.
SCREEPER: A device used to activate a Crundorra.
TAUCH-KIE: A Crugar Leader. See JORUNE-3.1100.10
TAUTHER: Adventuring characters.
TECHINDOL PIBS: A derogatory remark. Techindol is the Crugar term for a Dhar Corondon. The term "pibs" comes from the creature pibber. The term loosely translates as "tiny Bigmouth."
THRIDDLE: See JORUNE-3.1100.22
TISTRY: Thriddle eyes.
TOTHIS: Characters who are attempting to acheive their Drenn status.
YORDIGS: Local laws.

THE MAUSTIN CAJI:
HUNDREDS STRONG, THEY
WOULD HAVE CONTINUED
TO DESTROY BURDOTH IF
NOT FOR THE
INTERVENTION OF
SALROUGH GOMO,
THRIDDLE SEER OF THE
NORTH-WEST WOODLANDS.
THIRTY YEARS LATER, A
MAN MISSING AND
PRESUMED TO BE THEIR
LAST VICTIM
RE-APPEARS, UNAGED ---
JOIN HIM IN HIS JOURNEY
TO THE LAIR OF THE
MAUSTIN CAJI.

A DETAILED JORUNE MODULE ..... COMPLEXITY RATING: 4

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